Design Document;

The chosen period/theme of the game was including renaissance theme, so most design aspects of the game will be influenced by this.

**Subjects I will discuss.**

* NPC’s.

To find what clothes the characters in our renaissance themed game where wearing and what kind of colors their outfits where, I constructed a mood board of outfits, hairstyles characters and other images relevant to establishing the NPC’s design.

The clothes and animals in this mood board helped inspire ideas for jobs, creatures, companions and the clothes they will all wear.

* Overworld/Terrain.

I also made a mood board of renaissance buildings and terrain such as farmland and mountains to construct an overworld around that the player would then establish his colony in.

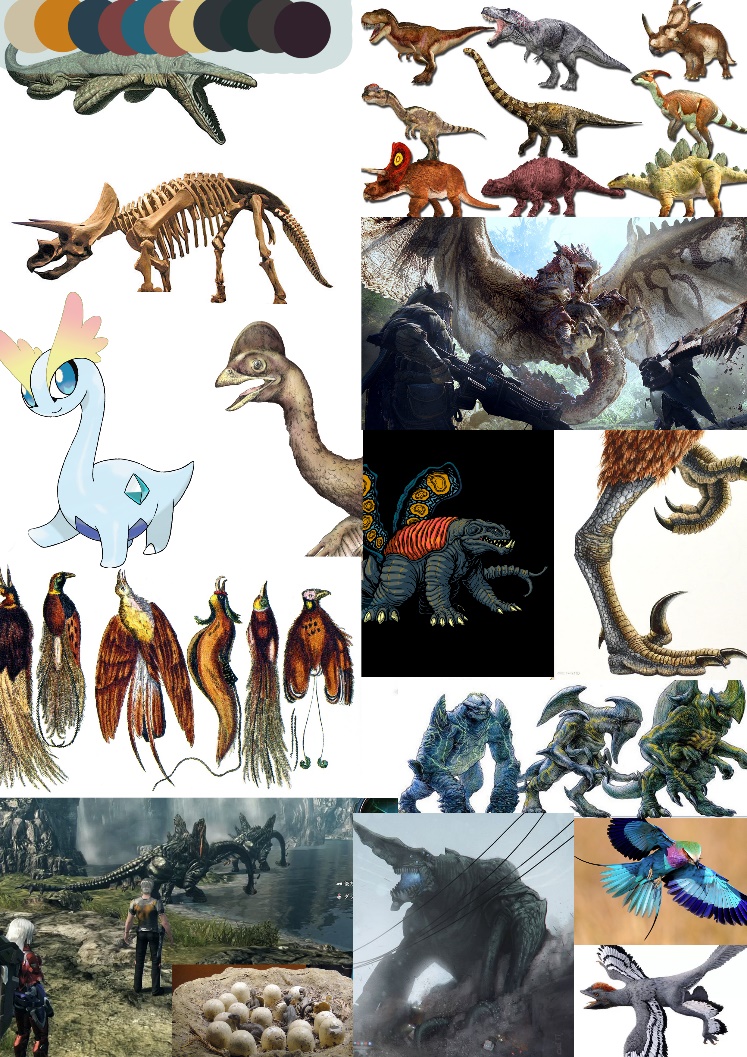


As you can see from the mood board I will be using a lot of terrain such as fields and forest surrounded by mountains and rivers as a form of gating (which I will talk about later), the buildings on the mood board that I had chosen where to simply demonstrate the architecture and structures used as I will not be making the buildings although I want to use them as grounding to then see how they would be implemented into the overworld.

The overworld will be mainly fields and forests with mountains around the outskirts and water around further outskirts, waterfalls and ponds will also be included and different grasslands depending on its purpose.

* Enemies/Creatures.

Like the mood board for the NPC’s I used it to establish what monsters/dinosaurs I could potentially use, taking notes on them to put them with the correct resources that would suit theme and design. The mood board below has all the resources and dinosaurs I could potentially use to help build the games eco-system.



* Color Palettes.

Each mood board contains an isolated color palette of the most common colors to help me establish what colors each character, monster, building and even terrain should have.

* Gating.

An idea I came up for the game which I wanted to briefly mention in the design document is the concept of gating via of the terrain of the map, such as making bridges to advance over rivers or digging through mountains.

**Resource Design.**

I was given the task to establish the resources we are going to use in our game, what loops they ay have and what they would do for example, how if we were to use wood in our game, what purposes would it have to benefit the player and what resource would it be.

I will use the mood board I had created earlier showing some resources you would mine and gather, on top of some more research to help establish this.

I researched into a basic list of human needs to use as a footing for the resources our colony would need.

* Water.
* Food.
* Shelter.
* Sleep.
* Oxygen.

From (<http://www.brighthub.com/environment/science-environmental/articles/123273.aspx>)

This website gave some obvious resources that the game will need, of course there will be oxygen in the game world and it will not have to be obvious, but the players will need to gather resources to make shelter, this would also be used for the buildings they construct like the granary and blacksmiths forge.

Considering several websites that describe the building resources you need for a house all specify you need lumber and stone. Although this seems obvious it was important to include.

So now we know that that colony needs buildings for sleep and shelter, so they need lumber, stone, water and food such as meat and vegetables. But how will the player get the food. As most colonies do they hunt and gather for their food, we had already established we will go out and hunt for most of our resources so now I must find out what resources the player will need to hunt, since I already know we will use wood and stone to build, we can also use them for tools such as spears and bows.

As a way of showing progression in the game we will use metals as an advance resource to make tools and shelters out of, for example tools made from metal will help the hunter NPS’s to hunt creatures faster and more efficiently. And you can use those metals to make more advanced buildings that add new features to the colony’s.

Another of way of showing progression will be to have two metals, one that is more optimal and is cost effective, but you obtain later in the game to show the progression, this metal can also be used to make other buildings that you would not be able to make otherwise. Using and affordance that most people know of iron being better than bronze, bronze and iron will be the two metals that we use. We will also have two woods of oak and mahogany to show progression, mahogany being the higher progress resource.

We will use two diverse types of food of meat and fruit/Vegetables we will add them together into one name known as “nutrition” so nutrition will be the name of the food resource and even though it may be made of multiple resources it is under one name.

List of resources that will potentially be in the game;

* Wood
* Bone
* Stone
* Bronze
* Iron
* Water
* Meat (nutrition)
* Vegetables/Fruit (nutrition)

Using the gating we as a team had planned to use before, we will gate off the better resources for metal and wood (iron and mahogany) and once the players have crossed the gating they will then have access to these new materials.

**Options for the transition of NPC’s changing roles;**

Options;

Have the NPC’S change their jobs at choice and the models just swap out. This task is more click efficient to the player, with the player not having to interact with them at all. Although this could also contain an issue within if the player does not interact with the NPC and the NPC performs an action the player can be left confused if there is not some sort of obvious sign this happened, which i would assume would be from assigning the job that needed to be done.

Or

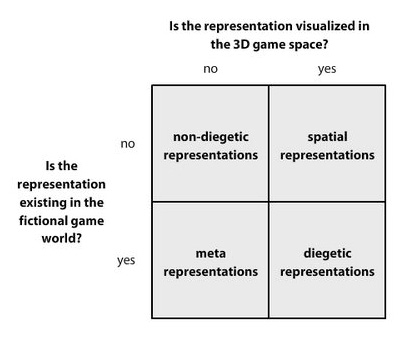
Have NPC’s request to do another job. And you can agree and then assign; If we have it as an assignable task we can implement, then the characters have more player interaction with the NPC’s, from a design point more interaction with the NPC’s can help the player to become attached to the NPC’s. If that is what we want this would be the correct decision.

Either make the player interact with the NPC to create immersion through attachment to your colonists or have the NPC’s change their roles at choice for the sake of convenience and efficiency and aim to generate other emotions that bring the player back and create replay ability and emergence.

**The layout of the UI.**

As the designer for the UI in our game, I had to consider terminology and design terms, using this source from Gamasutra I has gathered this useful information to use.

***Diegetic***: Interface that is included in the game world -- i.e., it can be seen and heard by the game characters. Example: the holographic interface in Dead Space.

**Non-diegetic:** Interface that is rendered outside the game world, only visible and audible to the players in the real world. Example: most classic heads-up display (HUD) elements.

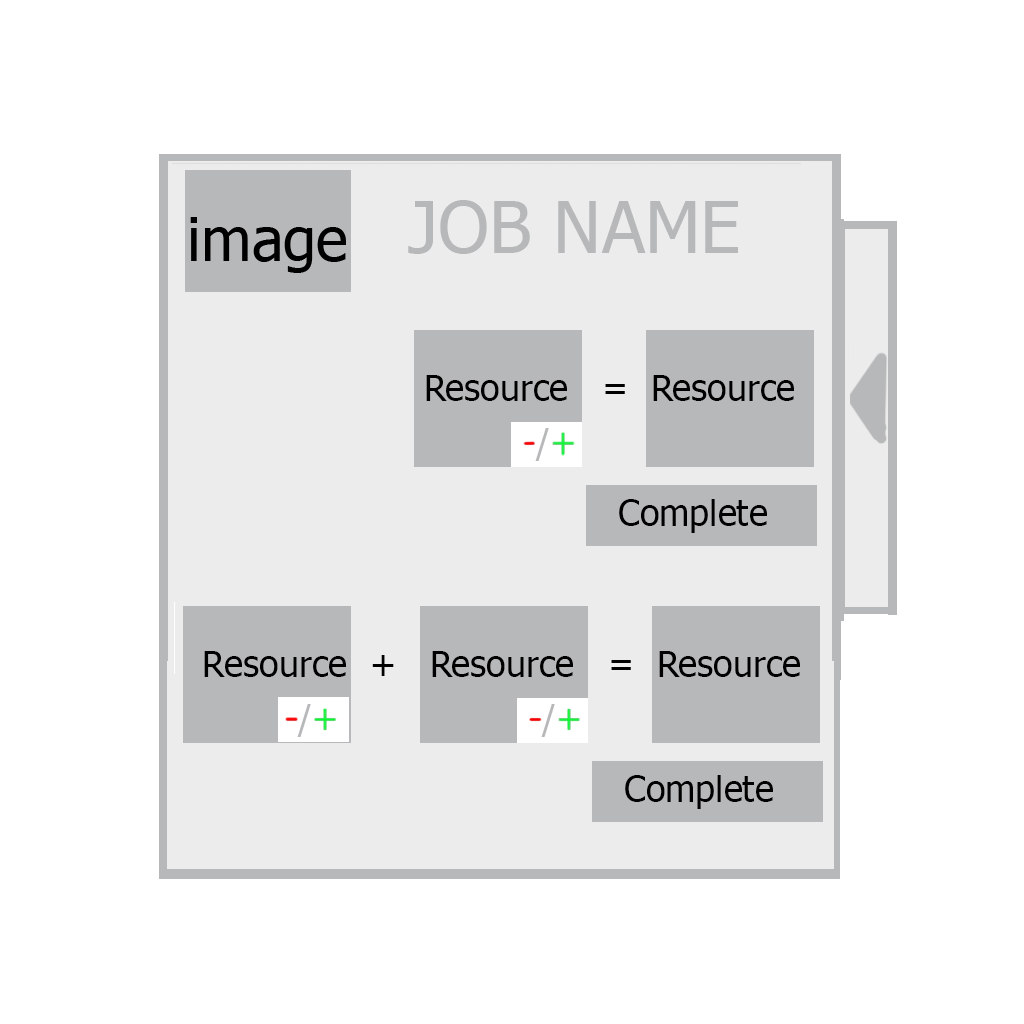
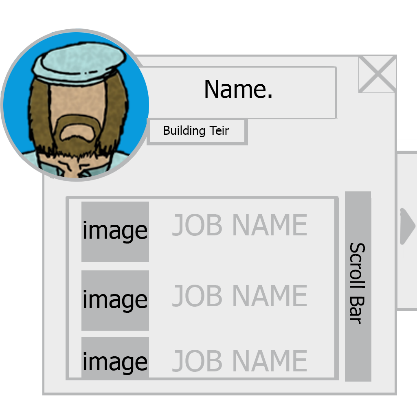
**Spatial:** UI elements presented in the game's 3D space with or without being an entity of the actual game world (diegetic or non-diegetic). The character outlines in Left 4 Dead are an example of non-diegetic spatial UI.

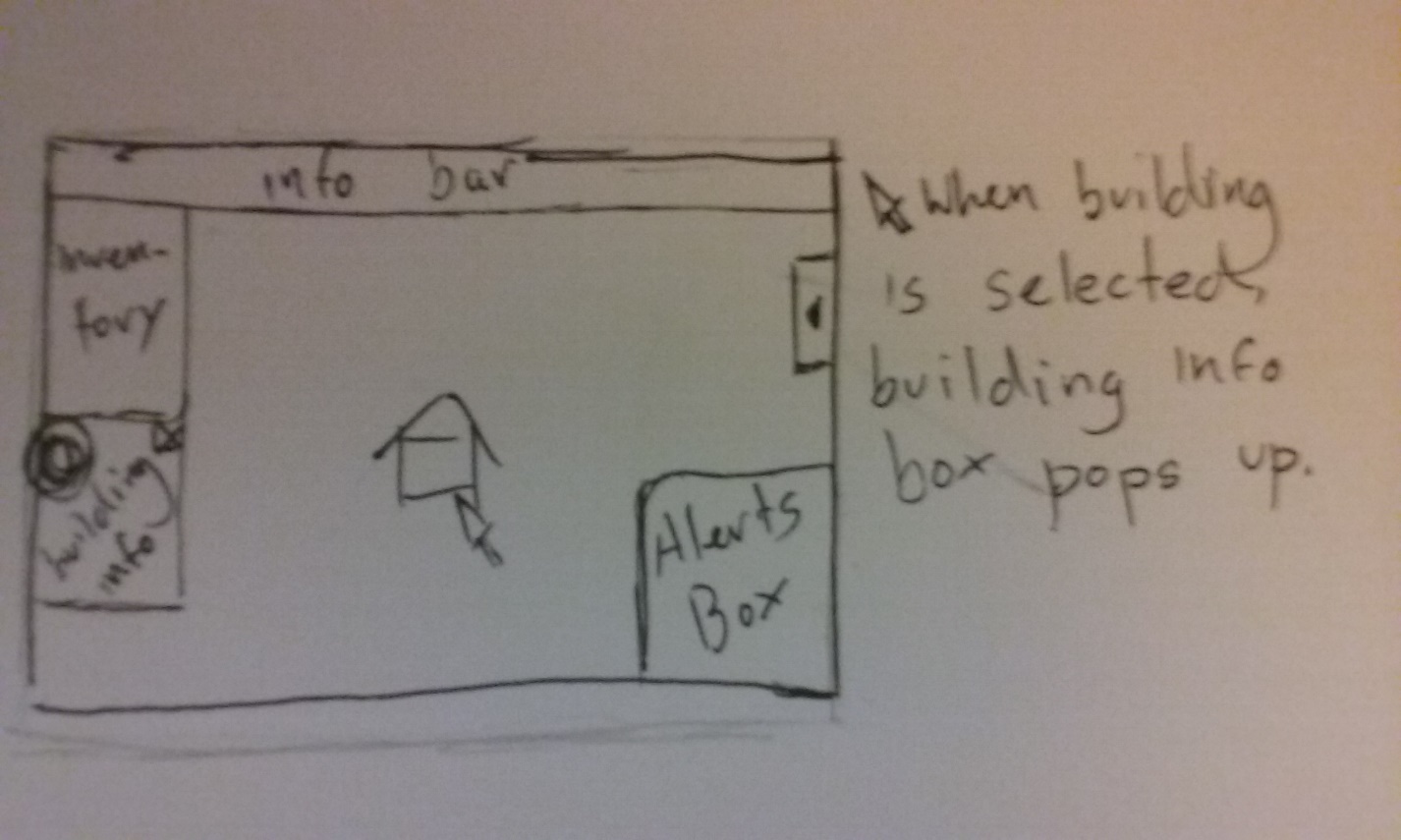
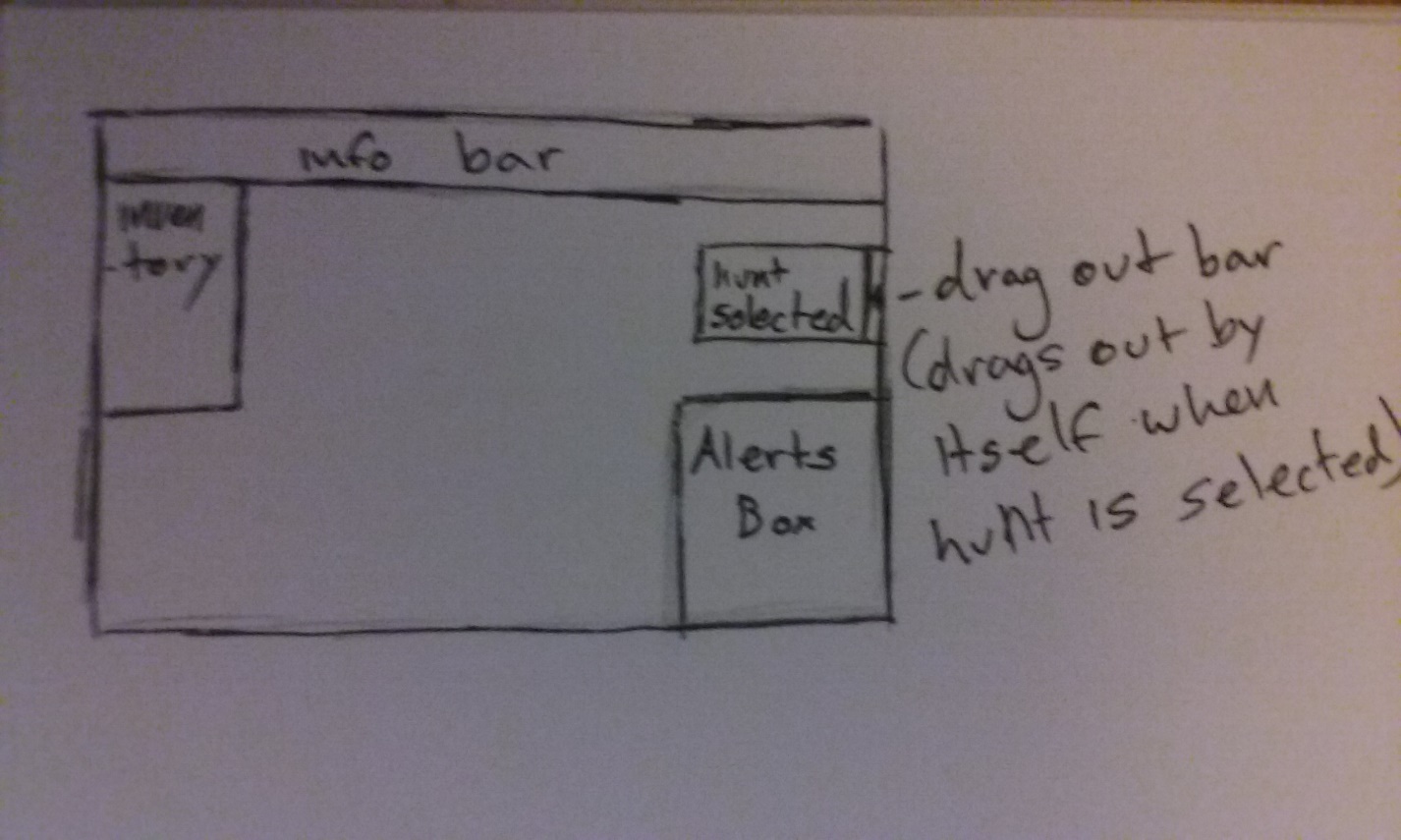
**Meta:** Representations can exist in the game world, but aren't necessarily visualized spatially for the player; these are **meta representations**. The most apparent example is effects rendered on the screen, such as blood spatter on the camera to indicate damage.

**Terminology from Fagerholt, Lorentzon (2009) "Beyond the HUD - User Interfaces for Increased Player Immersion in FPS Games". Master of Science Thesis, Chalmers University of Technology**

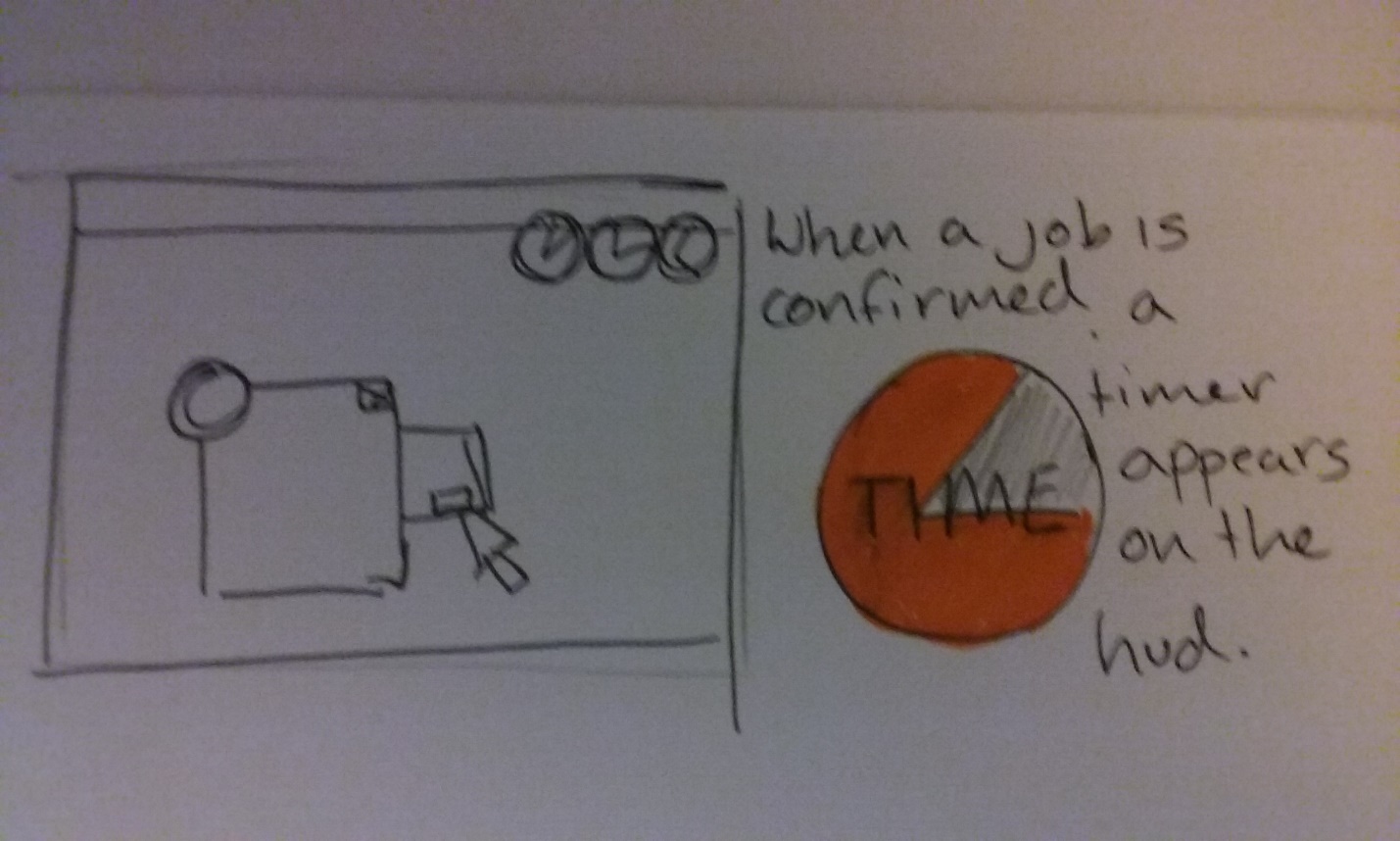
Using this terminology, I can help to establish that our game will use diegetic representations, we will mix U elements like Team Fortress 2 does to allow us to provide lots of information without having to put it all into a HUD. For example, we will use a HUD to display important game information he player will need all the time, but certain information will be accessed via non-diegetic pop-ups over the thing the player would need to access information from.

Here are some diagrams of the UI we have planned to have in the game and where they go, and artwork for the assets.





The hunt selected tab will contain the button to order selected hunts and other selected need base information, this will be a slid-able tab on the side of the screen and will automatically slide open when one or a group of dinosaurs has been selected, so that the player can then confirm the hunt.



These show the fixed UI that is around the HUD and the accessible UI planned to appear and how it will, when a building is clicked on and a job is confirmed, a timer will appear counting down attached to the “info bar” it will display the time left but also have a visual countdown of the bar slowly changing color like this.

